

Hololive Myth Class Pack



HOMEBREW

Six subclasses inspired by the Hololive EN 1st Generation girls for
Dungeons & Dragons 5th Edition.




hololive
production

Preface

Hey there reader, welcome to my little fan project inspired by the girls of Hololive EN. I started this when Ina originally mentioned that she had hopes of playing a Table Top RPG early on in their journeys and have just now completed a sub class for each of the girls.

I've been a fan since their debuts and have truly enjoyed watching them grow and was inspired by their hard work to become a content creator myself.

Unfortunately I'm not much of an artist, but I wanted to create something as a thank you to them which became to original driving force behind this mini project.

I hope you'll enjoy harnessing the power of Holo Myth in your own games!

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What's Inside?

Below find a very brief summary of the themes for each of the subclasses contained within this resrouce!

Bardic School: College of the Reaper

The College of the Reaper features a Bardic archetype that makes use of rapping and melee weaponry to slay their foes with style and finesse.

Paladin Oath: Oath of the Phoenix

The Oath of the Phoenix offers a fire themed Paladin with a focus on protecting their allies scorching their foes, even in defeat.

Ranger Archetype: Apex Predator

The Apex Predator is a savage hunter focused on chasing their foes down like a wild animal chasing their prey.

Rogue Archetype: Investigator

An inquisitive adventurer who uses a combination of detective work and mixed concoctions to trick and weaken their enemies.

Sorcerer Archetype: Atlantean Bloodline

Those blessed with a bloodline traced back to a land beneath the waves, granting mastery of magic and the sea.

Warlock Patron: The Ancient Ones

These warlocks make use of the strength of the old ones, summoning tentacles to protect themselves and eldritch magics to confuse and manipulate.

Art Credit

Please find below links directly to the art used in this document:

- [Class Pack Cover Portraits by @ninomaeinanis](#)
- [Amelia Artwork by @j_cstr](#)
- [Calliope Artwork by @KeeUUU](#)
- [Gura Apex Predator Artwork by @iwamotobusta](#)
- [Gura Atlantean Artwork by @dolphenry](#)
- [Ina Artwork by @zaku6584](#)
- [Kiara Artwork by @hukeweb](#)

Questions?

Have any questions or curiosities? Feel free to reach out and contact me at one of the following locations:

- [/u/SilentSoren](#) on Reddit
- [@SorenOfAsgard](#) on Twitter
- SorenOfAsgard@gmail.com

Your best bet is to contact me via reddit or twitter!

Support

If you want to support what I get up to, I'd be happy to have you come hang out and check out what I get up to over on [Twitch](#) or [YouTube](#). I just do this stuff for fun, so if you wanna hang around and enjoy what I'm up to, come on over!





Bardic School: College of the Reaper

Bards of the College of the Reaper use the power of song to assist them in helping the souls of the dead to move on. Their songs often take a unique style which involves speaking passionately and rhythmically in complex phrases known as rapping, which is often mistaken as death chants and curses. When instrumentation is included it is often simple beats of percussion instruments or light instrumentation meant to be secondary to their strange song.

From souls trapped by a necromancer that need to be freed to punishing a wicked criminal that took the life of the innocent, Reapers set out to ensure the cycle of life and death continues as it should.

Dead Beat

3rd level College of Reaping feature

You gain proficiency with medium armor, shields and martial weapons.

If you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.

Could You Please R1P

3rd level College of Reaping feature

As a bonus action, you can expend one use of your Bardic Inspiration to perform one of your deadly verses for a creature within 60ft. of you that can hear you, cursing the creature for one minute. Until the curse ends you gain the following benefits:

- You gain a bonus to your first attack roll against the cursed target on your turn. The bonus equals your Charisma modifier.
- Your damage rolls against the cursed target deal 2 bonus necrotic damage. This damage increases by 1 when you reach the 5th, 9th, 13th and 17th Bard level.
- If the cursed target dies, you roll your bardic inspiration die and recover hit points equal to the result.

Extra Attack

6th level College of Reaping feature

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Live Again

14th level College of Reaping feature

When your hit points are reduced to 0 and you are not killed out right, the music of your soul rings out and fills you with life. As a reaction, you may expend one Bardic Inspiration die to instantly heal yourself. You roll the expended Bardic Inspiration Die, gaining hit points equal to the result + your Charisma modifier.

Artist Credit: @KeeUUU_ on Twitter

Paladin Oath: Oath of the Phoenix

Paladins who take the Oath of the Phoenix vow to be a force of good in the world. They offer their souls to be reborn time and time again to continue their quest to act as shining beacons of compassion and justice for the world. Though they maintain hazy memories of their past lives, they feel their hearts compelled to uphold their vow in all their future lives.

Tenets of the Phoenix

The Tenets of the Phoenix push paladins to be a shining light for all they encounter in the world.

Passion. Live a life full of energy and optimism and enthusiasm, and strive inspire this feeling in others.

Compassion. Embrace everyone with a warm heart and reach out to all with a kind hand.

Hope. No matter how bad the situation, you can rise again and overcome it.

Artist Credit: @hukeweb on Twitter

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	Burning Hands, Feather Fall
5th	Scorching Ray, Gust of Wind
9th	Fireball, Fly
13th	Freedom of Movement, Wall of Fire
17th	Flamestrike, Reincarnate

Channel Divinity

3rd level Oath of the Phoenix feature

You gain the follow two Channel Divinity options.

Phoenix Feather. As an action, you spend at least 5 hit points from your Lay on Hands pool to create a magical feather which lasts for 1 minute. A creature that is reduced to 0 hit points but is not killed outright while in possession of the feather recovers hit points equal to the number of hit points spent to create it. After a creature recovers hit points in this way the feather fades away.

Ashen Flames. As a reaction when you are reduced to 0 hit points and are not killed outright, you release a burst of flames in a 10ft. radius around you. All creatures in the area make a Dexterity saving throw against your spell save DC, taking 2d10 fire damage on a failure and half as much on a success. This damage is increased by 1d10 at the 5th, 9th, 13th and 17th levels.

Aura of Warmth

7th level Oath of the Phoenix feature

You and friendly creatures within 10ft. of you are protected from negative effects due exposure to a cold environment. Additionally, when creatures protected by Aura of Warmth take cold damage, the damage is reduced by a number equal to your Charisma modifier.

At the 18th level, the range of this aura increases to 30ft.

Rise from Ashes

15th level Oath of the Phoenix feature

When you use your *Ashen Flames* channel divinity option, you gain 1d10 hit points.

Phoenix Form

20th level Oath of the Phoenix feature

You are able to imbue yourself with the power of a Phoenix for 1 minute, cloaking your body in flames and sprouting wings of fire from your back. You gain the following benefits:

- At the start of each of your turns you regain 10 hit points
- You gain a fly speed of 60ft.
- Any hostile creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.
- Your weapon attacks deal bonus fire damage equal to your Charisma modifier.
- You gain immunity to fire damage.

Once you use this feature, you can't use it again until you complete a long rest.



Ranger Archetype: Apex Predator

Some hunters are methodical and hold onto their humanity as they go about tracking down and slaying beasts. Then there are those who instead embrace brutality and instinct, becoming like the beasts they hunt themselves. These hunters are known as Apex Predators, wild hunters who chase their prey down with the intensity of the greatest beasts of the world.

Predatory Instinct

3rd level Apex Predator feature

You can take a Bonus Action on each of your turns in Combat to use the Dash or Disengage action.

Pursuit Tactics

7th level Apex Predator feature

When you take the Dash or Disengage action, your next attack that hits a creature deals bonus weapon damage equal to your proficiency bonus.

The effect of Pursuit Tactics ends at the end of your turn if you do not hit a creature.

Serrated Fang

11th level Apex Predator feature

As an action, you may make a melee weapon attack against a creature contested by an armour class of 10 + the creature's Dexterity modifier.

Bloodied Frenzy

15th level Apex Predator feature

When you are hit with a weapon attack, you may use your reaction to do one of the following:

- **Steel Hide:** You reduce the damage you take by your proficiency bonus.
- **Desperate Swipe:** You make a melee weapon attack.

Artist Credit [@iwamotobusta](#) on Twitter



Rogue Archetype: Investigator

Investigators are rogues for hire who take on a wide array of cases in search of truth and knowledge for their clients. With a sharp mind backed by a selection of alchemic concoctions, investigators will do anything to come out on top.

Detective's Eye

3rd level Investigator feature

As a bonus action, you are able to make Intelligence (Investigation) or Wisdom (Perception) skill checks.

Watson's Concoctions

3rd level Investigator feature

You gain proficiency with alchemist supplies. While in possession of alchemist supplies during a long rest you may create a number of concoctions equal to your Intelligence ability modifier. Each concoction you create costs 1 gold in supplies. Your concoctions are completed when you complete the long rest and remain effective for 24 hours after completion.

You decide the delivery method of each concoction: Contact (as an ointment), Ingested (as a dissolvable tablet) or Injury (as poison applied to weapons). When applied to a weapon, the concoction will stay potent for one minute. After you strike a creature with the weapon, the concoction's effect fades from the weapon. A creature experiencing exposure to your concoction must make a Constitution saving throw equal to:

Concoction Save DC = 8 + your proficiency bonus + your Intelligence modifier

When you create a concoction, you select one of the following effects:

- **Paralysis:** The affected creature suffers the paralyzed condition for 1 minute on a failure. The creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.
- **Poison:** The affected creature takes #d6 poison damage and suffers the Poisoned condition for 1 minute on a failure and resists the poison and takes half as much damage on a success. # is equal to half your rogue level rounded up.
- **Sleep:** The affected creature falls Unconscious for 1 hour. The creature wakes up if it takes damage or if another creature uses its action to shake it awake.

Sharpened Skills

9th level Investigator feature

When you make a Wisdom (Perception) check or Intelligence (Investigation) check as an action, you make the check with advantage.

Additionally, you may create supportive concoctions to assist yourself and your allies. You can create concoctions that give the following spell effects: Cure Wounds, Darkvision, Enhance Ability (you decide the improved ability score at the time of creation) and False Life.

Spell effects with concentration are not subject to concentration checks when you take damage but end if you are knocked unconscious. Intelligence is your spell casting ability for these effects and these effects last their entire duration.

Watson's Special Menu

13th level Investigator feature

When creating concoctions, you are able to create a concoctions with the following spell effects: Fear, Haste, Hypnotic Pattern, Slow, or Water Breathing.

Zooming Production

17th level Investigator feature

You've become exceptionally quick at mixing your concoctions. You are now able to create twice the number of concoctions you normally can create in 8 hours at half the cost.

Additionally, you can create a number of concoctions equal to your Intelligence modifier over the course of a short rest. You may create concoctions in this expedited way once, use of this feature refreshing after completing a long rest.

Artist Credit: @j_cstr on Twitter



Sorcerer Archetype: Atlantean Bloodline

There was once an ancient city beneath the sea, a magical place where those who lived beneath the waves were imbued with great magics to survive and thrive. Today their descendants may find their blood awakened to the power of their forefathers, granting them strange and amazing powers over magic and the sea.

Depth Dweller

1st level Atlantean Bloodline feature

You can breathe air and water. You gain a swimming speed equal to your base movement speed. You gain 1 extra hit point when you level up.

Aquatic Arms

1st level Atlantean Bloodline feature

You can use your action to create a weapon of magical water in your empty hand. You can choose the form that this melee weapon takes each time you create it.

You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your aquatic arms weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

The Effects of Being Underwater

Underwater the following rules apply.

When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

(Source: Player's Handbook. pg 198)

Atlantean Strike

6th level Atlantean Bloodline feature

As a bonus action, you can fill your Aquatic Arm with power by spending a number of sorcery points. Your attack rolls with your Aquatic Arm gains a bonus equal to the number of sorcery points spent until you hit. Your aquatic arm does bonus damage equal to the number of sorcery points spent + your Charisma modifier on its next hit.

Surging Magics

14th level Atlantean Bloodline feature

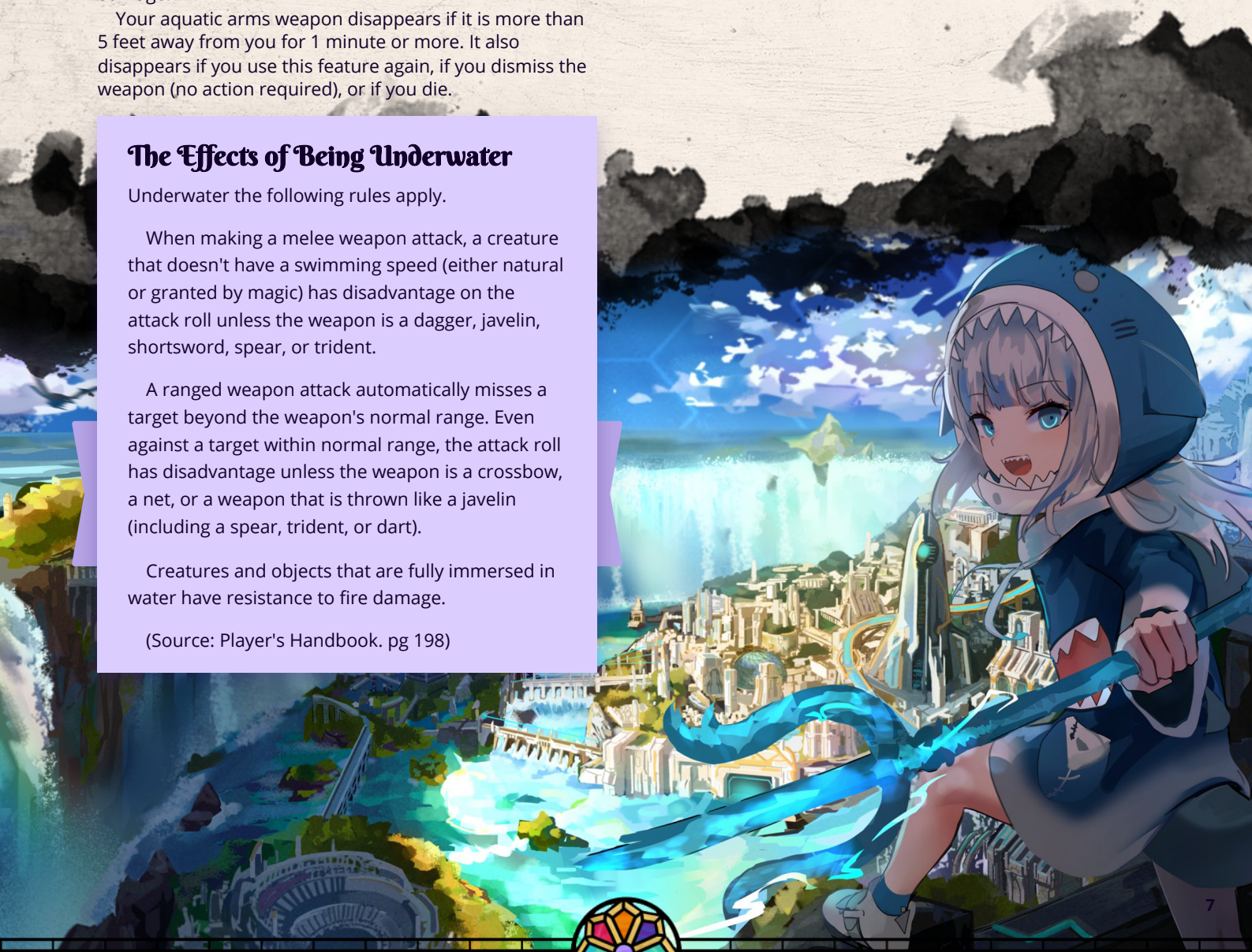
When you make a weapon attack, you may cast a spell as a bonus action. The spell cannot be greater than 5th level.

Aquan Armour

18th level Atlantean Bloodline feature

When you summon your Aquatic Arm, you may spend 5 sorcery points to summon a sphere of water centered on you with a radius of 20ft. which lasts for 1 minute. The sphere remains centered on you while you move.

Artist Credit @dolphenry on Twitter



Warlock Patron: The Ancient Ones

You've formed a pact with The Ancient Ones, mysterious beings who left behind magical tomes granting those who discover them great power in return for becoming their priests and priestesses.

Expanded Spell List

The power of the ancient ones allows your power to bring madness or serenity to your foes.

Spell Level	Spells
1st	Command, Dissonant Whispers
2nd	Calm Emotions, Phantasmal Force
3rd	Enemies Abound , Waterbreathing
4th	Confusion, Evard's black tentacles
5th	Synaptic Static , Telekinesis

Form of the Ancient Ones

1st level The Ancient Ones feature

As a bonus action, you are able to unleash the power of the ancient ones, allowing a mass of large tentacles to grow from your back. While your tentacles are unleashed, as an action, you may make a melee spell attack with a reach of 10ft. using them. This attack deals 1d4 magical bludgeoning damage + 1d6 + your Charisma modifier psychic damage. The tentacle's psychic damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Your tentacles last for 1 minute or until you are knocked unconscious. You may summon your tentacles a number of times equal to your Charisma modifier. You regain uses of Form of the Ancient Ones when you complete a short or long rest.

Otherworldly Gift

6th level The Ancient Ones feature

Your tentacles offer you greater mobility while present. You gain a the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing and swimming speed equal to your walking speed.

Additionally, you can use your Charisma in place of your Strength for Athletics Checks.

Ancient Might

10th level The Ancient Ones feature

The range of your tentacle's melee spell attack is increased to 15ft. When a creature of large size or smaller is struck by your tentacle, the creature must make a Strength saving throw against your Spell Save DC, or be restrained by the tentacle. The creature may reattempt the save as an action during their turn. On your turn, if you have a creature restrained by your tentacle, you can use your action to deal the tentacle's damage to the target automatically.

Additionally, when you are attacked by a melee or ranged attack, as a reaction you may spend one Warlock spell slot to gain a +5 bonus to AC, including against the triggering attack, until your next turn.

Chosen of the Ancients

14th level The Ancient Ones feature

When you unleash your tentacles, you are able to maintain them for 1 hour and you gain temporary hit points equal to your Charisma score. When you choose to use your action to attack with your tentacles, you may make two tentacle attacks.

On your turn, you may use your bonus action to make one tentacle attack. If you do so, you cannot use your action to make additional tentacle attacks. If you have used your action to make a tentacle attack, you may not use your bonus action to make an additional tentacle attack.

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